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Subject: Re: I'm a U newbie

Posted by [alendar](#) on Mon, 25 Jan 2010 00:28:18 GMT

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Thanks, guys. I don't have much to add since I'm new. I've always found a noob approach interesting when new people fiddle with my applications, so hope this is of use.

I've figured a few more things out; I've read a lot of the documentation and found it very quick and easy to search through. The MSVC help has fairly difficult to use and takes a bit of memory to open. I like the real-time search of help. It's speed is equivalent to how fast I need a solution which is very nice. It would be cool if it showed snippets of surrounding text in a list format, but it would probably complicate the interface and slow the search. Still, if I don't recognize the topic header on the lefthand list, I do spend time clicking through several invalid items to get to the right one. This time decreases as I start to recognize topics and remember old paths to things I keep forgetting.

I used Qt for a while, but the performance of its GUI objects and its directory list object was extremely slow, and I took it as a sign. Scanning a directory should be fairly quick. I suspect Qt is overly engineered and highly geared towards cross-platform development.

The performance of a simple Array grid is great, and I populated it very quickly with my 70K folder of music files. If I thread it and display a page immediately I should have very snappy performance, which is what I'm looking for.

It's the little things that are winning me over. Having a file display on a single click is great. Alt-O to switch to the header file is nifty. Everything is quick; I never see an hourglass. I just recently tried the preprocessor, and solved a difficult linking issue. I'm sure Visual Studio supports this too(?), but I never got comfortable enough with the tool to stretch out and try things. To me that's the difference right now. VS2010 is so slow, as is 2008 and 2005, that I end up fixating on avoiding any action that will trigger a long background operation.

I noticed I can't comment a selected block. Minor. When I upgrade versions I lose my build methods and any changes I made to the Assembly.

I think I have to use the "When" clause to control whether a debug or release library is linked in, correct? I'll have to fiddle when I go to make a release.

Can I see the output line for the compiler and linker? I like to see what is actually being pushed out.

Trying the abbreviations; I like getting back to using the keyboard for controlling development instead of depending on the GUI. The blitz works. The build is fast, the code is fast.

Just my thoughts. Thanks for the product!

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